



PDF WALKTHROUGH BY VHAYSTE®
[HTTP://VHAYSTE.BLOGSPOT.COM](http://vhayste.blogspot.com)

Copyright

This document is copyrighted to me, Vhayste®. It is intended for ~PRIVATE~ use only. It cannot be used in ANY form of printed or electronic media involved in a commercial business, in part or in whole, in any way, shape, or form. It cannot be used for profitable or promotional purposes, regardless of the situation. Breaking any of these rules is in direct violation of copyright law.

This document is protected by copyright law and international treaties. Unauthorized reproduction and distribution of this document, or any portion of it, may result in severe civil and criminal penalties, and will be prosecuted to the maximum extent possible under the law. Any characters, names, places, or miscellaneous objects are copyright of their respective companies.

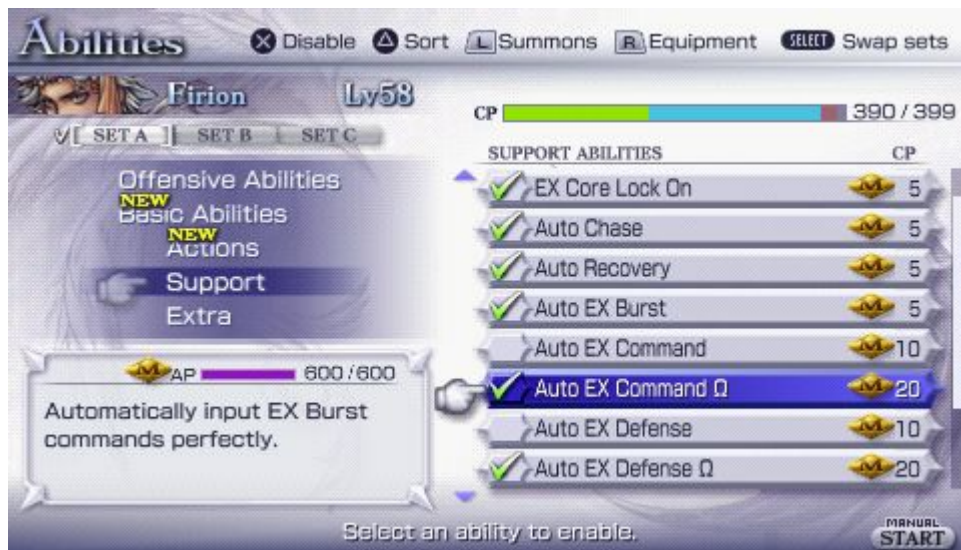
QUICKSTART SECTION

The game has tons of in-game help tips and tutorials that you can check at your own convenience.

Abilities

- Provides additional in-battle skills that improve your character's performance.
- New abilities are unlocked when leveling up
- Abilities require CP to be equipped
- Mastering abilities lower CP
- Offensive abilities can unlock Branching abilities when mastered.





Offensive abilities

These abilities are obviously the ones you use in battle. There are two types of offensive abilities. And the abilities you can perform may also differ while doing them from the ground or from the air.

Bravery

Bravery determines how much damage you can deal to your opponent. You can sap your enemy's bravery by attacking with the circle button. These attacks won't deal damage to your opponent's HP thus, you can't defeat an enemy by using bravery attacks alone. However, bravery attacks can "break" your enemy's bravery and give your own a boost. The enemy can do it to you as well. If a break is inflicted to you, you must keep your distance as your bravery replenishes; otherwise, you won't deal any HP damage at all. Bravery attacks are also good combo starters as they'll often air-juggle or leave your enemies vulnerable for HP attacks, when properly timed.

HP Attacks

The best way to deal HP damage is to boost your bravery then launch your HP attacks. HP attacks can also start EX Burst combos, which can deal even more devastating damage to your enemy. Like bravery attacks, you can set different abilities that your character can perform from the ground or in mid-air.

Basic Abilities

Action Abilities

These abilities enable your character to do more on the battlefield, like air dashing, evasion, speed and jump boosts, and many more. Having these abilities are invaluable as it directly affects your mobility and agility in battle.

Support Abilities

These abilities provide automatic assistance to your characters like auto-recovery, EX Core Lock-on, and the very helpful Auto Ex Command Omega, a support ability that will automatically input EX Burst commands perfectly.

Extra Abilities

These are specialized abilities that further enhance your character's potential. These will become available in higher levels.

CP (Capacity Points)

There is a limitation on how many abilities you can equip at the same time. Your character will have a set amount of CP that increases as you level up. Abilities have their own capacity point requirement so choose what priority abilities you want to master first. There are also accessories that provide CP boosts so watch for them as well. Also, the CP of mastered abilities is reduced so you can enable more abilities.



Mastering Abilities

To master abilities, you must equip them and win battles. You'll earn more AP (ability points) on your bonus days (initially set when you're creating your profile). Also in Story Mode, "AP Chance" conditions will be displayed at the start of each battle. Meet those conditions and you'll earn more AP than usual. You can see how much AP is needed for a skill to be mastered by going to your highlighting your skill in the Abilities menu.

Branching Abilities

Some offensive abilities branch off new abilities that will enable characters to perform multiple combos more smoothly, aside from the basic bravery + HP attack combos. You must select and enable the branching ability first before they can be used in battle.

Equipment

- Weapon – raises ATK
- Hand – raises DEF
- Head – raises BRV
- Body – Raises HP
- Certain characters can only equip one or two weapon types only.
- Equipment have level requirements
- Combination items when equipped provide special effects
- Equipment sold in shops that are marked as "Trade" requires certain materials and a fee before you can buy them. Press square button twice to confirm the components needed.

Summons

These are powerful entities that will grant your character with special effects and bonuses once they're activated. You must find Summonstones in various stages in the Story Mode and equip them to your character. Your character can only have one summonstone equipped.

There are two ways to call your summon. You can do it manually by pressing R+Circle. Summons that have an (auto) tag on their names will be activated automatically in battle. You can only summon once per battle. Summons have also usage limitations. Once they've activated after a set number of times, they'll be "recharge". It takes one battle to fully recharge a summon. The good thing about this is that you can set up to 5 reserve summons. The next summon in order will be activated if the summon before it is recharging.

Battlegen



Battlegens are accessories created by meeting certain combat conditions in the game. You can do this by:

- Inflicting bravery break to your opponent
- Performing HP attacks
- Launching EX Burst attacks
- Destroying destructible parts of the stage.

Battlegen accessories are created in the midst of the battle so you'll need to win; otherwise the created battlegen accessory will be lost. Every character has their own set conditions in creating battlegen accessories so you'll need to check the list to know the creation rate and conditions for each character. Also, at the opponent info screen before some battles, you'll see the possible battlegens that can be created for that fight. To increase your probability of creating battlegens, increase your LUCK stat.

Accessories

- Arrangement significantly affects battle.
- Start by having only 3 accessory slots
- Trade Rosetta Stones for extra slots via Shop (category: ETC)
- Can have up to 10 slots



Types of Accessories

- Basic – your normal accessories
- Booster – Meet certain conditions in battle to boost the effects of basic accessories.
- Special – Their effects are exactly as written. Some special accessories offer unconventional effects such as near-death break attacks or 1HP survival after enduring a fatal attack.
- Trade – These are only meant to be used in barter. They have negligible effects but they can be traded for rarer and more valuable items at the shops.

Booster accessories don't do a thing on their own so pair them up with basic accessories to utilize their full potential. You can use several booster accessories to amplify the power of basics – as long as you meet the conditions.

Accessory Equipment Limits

Accessories are split into ranks. The rarer and more powerful the accessory, the higher its rank and equipment limit.

- ★ Only one can be equipped
- ★ A: Up to 2 may be equipped
- ★ B: Up to 3 may be equipped
- ★ C: Up to 4 may be equipped





D: No equipment limitation

Breakable Accessories

Some accessories are breakable after battle and are displayed in Breakability percentage. Don't hesitate to use them since their benefits may give you battle-changing advantage if used at the right time.

Accessory Special Effects List

For the complete list of the accessory effects and status modifiers, go to your accessory menu and press start to open the Manual.

Accomplishments

These are completion rewards that are unlocked as you met certain conditions as you play. Think of it as an in-game trophy or achievement system. You can press square while inside the Accomplishment menu to see the rewards. You'll be alerted immediately of new accomplishments you've unlocked as soon as you opened your customization menu.

Your progress in completing an accomplishment is measured by a gauge. Once that is full, the accomplishment will be completed and you'll get your reward. There are battle, game system and other conditions so check the list often to see the things you need to do to complete certain accomplishments. There are also secret accomplishments in the game though there will be no hints whatsoever that will tell you what the conditions are.

Story Mode

The layout for the story mode is simple. Similar to the game of chess, you'll need to move your character piece across the squares. Your goal is the Stigma of Chaos. Your movement is limited to the number of Destiny Points (DP). You're required to spend 1 DP per movement though you can earn more DP by meeting certain conditions such as winning the battle within 10 seconds or receiving no damage during the encounter. Remember that after each stage, you'll be evaluated based on the amount of DP and HP left, as well as the number of pieces you've contact with. These points are totaled at the end of each story / arc which will unlock new skills, unlock special locked grids, spawn rare treasures and bosses.

In some paths, there will be locked grids or areas which will hinder your piece's movement. To unlock these, you'll need to defeat certain enemy pieces to "unlock" them. Not to worry though as this guide will also feature those mentioned information.

Another thing; be careful of chain or forced encounters. This happens if you ever move your character in a space adjacent to at least two enemy pieces. If you engaged one of them, you'll be forced to fight the other immediately. There are also enemy pieces that will lock your character and will force you into an encounter.

Press R1 to activate Scan Move. Can freely move cursor and get info about objects of interest, specially the DP bonus requirements for enemy pieces. Make it a habit to scan the pieces first before moving so you can plan ahead and won't be surprised.

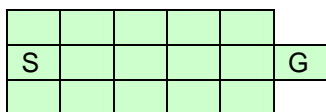
S – Starting Point

G - Goal

Important Note: The tactics to defeat bosses as described in this guide are based on the author's personal experience and style. There are no definite ways to defeat them since it will depend on the player's fighting style and the approach their most comfortable with. That said, don't fret or nag that the tactics here didn't work for you; these are merely suggestions.

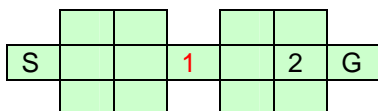


Prologue – 1



- Simply move your character to the Stigma of Chaos to complete the stage.

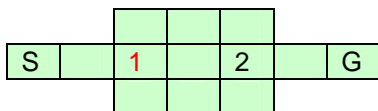
Prologue – 2



1. Enemy: False Hero LV1
Map: Order's Sanctuary
 2. Potion (Restores HP and EX Gauge to 100%)
- Simply follow the straight path and engage the False Hero. This is a pushover fight so don't worry. After that, just grab the potion and touch the Stigma of Chaos to complete the level.

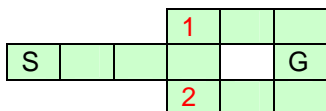
Prologue – 3

Skill is randomly provided at the start of each level. Must target a piece before it can be used.



1. Enemy: False Hero
Map: Order's Sanctuary
DP Chance: (+1) Win within 10 seconds
 2. Treasure Chest: Broad Sword
- Start the battle with the False Hero by locking to the Ex Core and dashing towards it. After getting the core, lock down on him and perform an EX Burst attack. This should be enough to defeat this guy within 10 seconds.
 - Grab the Broadsword from the chest. Access your customization menu and equip the sword.
 - Continue to the Stigma of Chaos to complete the level.

Prologue – 4



1. Enemy: False Hero
Map: Order's Sanctuary
DP Chance: (+1) EX Burst within 10 seconds
 2. Enemy: False Hero
Map: Order's Sanctuary
DP Chance: (+1) Critical Hit within 10 seconds
- Start the battle with the False Hero by locking to the Ex Core and dashing towards it. After getting the core, lock down on him and perform an EX Burst attack. Do this within 10 seconds and you'll have your bonus EXP and DP

- Engage the other piece if you want then continue heading to the Stigma of Chaos to complete level.

Prologue – 5

S		1			B



- Treasure Chest: Power Ring
- Boss: False Stalwart
Map: Order's Sanctuary

- Examine the chest and equip the ring immediately. Face off the boss and defeat him to complete this level.

Boss: False Stalwart

This battle should be easy enough for you to win without too much fuss. The opponent is slow and you can even quickly break him and perform devastating combos.

PP Catalog

PP Catalog will be unlocked after finishing the prologue. PP gained through the course of the game can be used to unlock additional content, like new playable characters, costumes, shop inventory, friend card icons and even the effectivity of calendar bonuses.

Destiny Odyssey I: The Guiding Light Warrior of Light

This scenario is the most difficult of all the ten characters so I recommend testing the easier ones first, especially if you're a first time player. This is best tackled later when you have more abilities, items, abilities and accessories unlocked.

Stage 1-1

		1			
			4		
S		2		X	B
			5		
		3			

- Enemy: Phantasmal Harlequin
Map: World of Darkness
DP: (+1) Win within 10 seconds
- Enemy: False Hero
Map: Order's Sanctuary
- Treasure Chest: Power Ring
- Enemy: Imitation Liegeman
Map: Old Chaos Shrine
DP: (+1) Inflict critical damage within 10 seconds
Defeat to unlock enemy #1
- Enemy: Delusory Warlock
Map: Order's Sanctuary
- Locked area; must defeat enemy #4 first.

- Be careful when getting the Power Ring as it chains the nearby enemy piece (Delusory Warlock) and will force you into battle.
- The Delusory Warlock's attacks are slow but if it ever catches you, it will send you to the ceiling, making you vulnerable to his attacks. Just dash immediately once you see a dark circle forming underneath you. Use your faster bravery attacks then chain your HP attacks to victory.
- Defeating the Imitation Liegeman will destroy the barrier and will unlock Phantasmal Harlequin (enemy #1). It will be chained if you engaged Imitation Liegeman from a square adjacent to Phantasmal Harlequin.

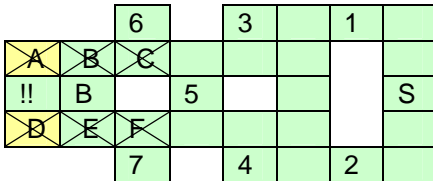


- The Imitation Liegeman is fast but if you can corner him through the walls and barriers with your brave attacks, then there should be no problems.

Boss: Garland

Garland is slower than you and you can take advantage of that by quickly timing your evasion against his. The trick to this battle is to grab all EX cores that appears so you can immediately execute EX Burst combos and chains. It will also help to start your combo with bravery attacks then followed up by HP attacks. This is best done if you cornered him to the barrier and execute mid-air attacks while Garland is recovering from your hit.

Stage 1-2



!! – Summonstone

S – Starting Area

Yellow block – special locked area

1. Enemy: Ephemeral Phantom (LV8)
Map: Planet's Core
DP: (+1) Win without taking damage
2. Enemy: Phantasmal Harlequin (LV3)
Map: Order's Sanctuary
DP: (+1) Win within 10 seconds
3. Enemy: Counterfeit Youth (LV9)
Map: Order's Sanctuary
DP: (+1) Critical Hit within 10 seconds
4. Enemy: Capricious Reaper (LV3)
Map: World of Darkness
5. Enemy: Imitation Liegeman (LV4)
Map: World of Darkness
DP: (+1) BRV break within 10 seconds
6. Potion (Restore 100% HP and EX Gauge)
7. Treasure Chest (Bronze Armor)

- Defeat Capricious Reaper to unlock locked area C
- Defeat Ephemeral Phantom to unlock locked area F
- Defeat Counterfeit Youth to unlock locked area B
- Defeat Imitation Liegeman to unlock locked area E
- Don't worry about the special locked areas since they'll be inaccessible until this current mode has been cleared.

Boss: Sephiroth

Sephiroth is a really hard opponent and a really unforgiving one to add. The best tactic I've used against him is to wait for his attack, carefully evade and use aerial bravery attacks to send him flying and connect aerial combos, evading and countering his attacks through the button prompts/ sequence. You'll need to be good in timing your air dashes as well, since the stage itself is already hard enough to keep a steady foot. If ever you fall down to the bottom, keep pressing X to escape and teleport to solid ground. Sephiroth hits hard and can easily end the battle if you let him acquire EX cores and absorb EX force too much. You'll need your fast, bravery attacks to create an opening for your slower HP attacks, as well as stealing enemy bravery at the same time. It may take a few tries but once you get Sephiroth's behavior, you should be able to defeat him.



Stage 1-3

	8					9	
		2			5		
S				B			G
1		3			6	7	

1. Enemy: Fallacious Tree
Map: Order's Sanctuary
 2. Enemy: Delusory Warlock
Map: Old Chaos Shrine
DP: (+1) Win without taking damage
 3. Summonstone: Ifrit (Auto)
 4. Enemy: Imaginary Champion
Map: Ultimecia's Castle
DP: (+1) Prevent the enemy from getting EX Cores
 5. Enemy: Ephemeral Phantom
Map: World of Darkness
DP: (+1) Wall Rush within 10 seconds
 6. Ether (Randomly fills empty skill slots)
 7. Enemy: Capricious Reaper
Map: Old Chaos Shrine
DP: (+1) Critical Hit within 10 seconds
 8. Treasure Chest: In the Air
 - B. Enemy: Ultimecia
Map: Ultimecia's Castle
DP: (+1) BRV Break within 10 seconds
- Defeat Delusory Warlock (2) to unlock enemy (8)
 - Defeat Capricious Reaper (8) to remove the first seal
 - Defeat Ephemeral Phantom (6) to remove last seal
 - Defeat Imaginary Champion (5) for treasure chest #9 to appear.

Boss: Ultimecia

This boss relies on magical attacks; these attacks have intervals and openings which you can exploit, as long as you evade her attacks. Otherwise, you'll be in deep trouble since her attacks can leave you vulnerable for a few seconds and will also give her the chance to chain her attacks. Her attacks can be easily dodged as long as you keep using air dash and double jumps. You can't juggle her to the air since the ceiling is rather low so you'll need to slam her against the walls so you can catch her with your slow HP attacks.

Stage 1-4

1				4	5		B
			A				
S		3					
						8	
2			6		7		9

1. Enemy: Transient Witch (LV12)
Map: Old Chaos Shrine
DP: (+1) Win within 10 seconds
2. Enemy: Fallacious Tree (LV7)
Map: Pandaemonium
3. Rare Chest: Rosetta Stone (unavailable until mode is cleared)
4. Enemy: Counterfeit Wraith (LV19)
Map: Order's Sanctuary

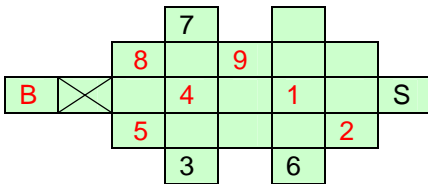


- DP: (+1) Win the battle
5. Treasure Chest: Slasher
 6. Enemy: Ephemeral Phantom (LV12)
Map: Crystal World
DP: (+1) Win without losing HP
 7. Treasure Chest: Rosetta Stone
 8. Enemy: Phantasmal Harlequin (LV6)
Map: Old Chaos Shrine
DP: (+1) Critical hit within 10 seconds
 9. Enemy: Capricious Reaper (LV5)
Map: Order's Sanctuary
DP: (+1) Win without taking damage
 - A. Potion (Recovers 100% HP and Ex Gauge)
- Defeat Ephemeral Phantom (6) to unlock the locked area.
 - Defeat Phantasmal Harlequin for Potion to appear

Boss: Emperor

If you took time to examine the emperor's starting equipment and accessories, you should know that this boss is a nasty magic user and his damage is also multiplied by booster accessories when you're far from him. The idea is to keep close while dodging his attacks. This may prove to be challenge since his attacks can knock you from the air and may also send you flying at a distance. Close your distance quickly by dashes and avoid his attacks using quick directional evasion. Fortunately, the place is narrow enough for you to dash aggressively and land some bravery attacks that can stop his spells and leave him open to your combos.

Stage 1-5



1. Enemy: Delusory Warlock
Map: Pandaemonium
DP: (+1) BRV break within 10 seconds
(Will chain enemy #2)
 2. Enemy: Counterfeit Youth
Map: Ultimecia's Castle
DP: (+1) EX Burst within 10 seconds
 3. Treasure Chest: Guard Ring
 4. Enemy: Imitation Despot
Map: Old Chaos Shrine
DP: (+1) Don't let the enemy obtain an EX Core
 5. Enemy: Transient Witch
Map: Pandaemonium
DP: (+1) Win the battle without taking damage
 6. Potion (Recover 100% HP and EX Gauge)
 7. Treasure Chest: On the Ground (warning: will chain two enemy pieces)
 8. Enemy: Imaginary Champion
Map: Crystal World
 9. Enemy: Fallacious Tree
Map: World of Darkness
- Defeat enemy #2 to unlock chest #3
 - Defeat enemy # 4 to unseal locked area and to unlock enemy # 5
 - Defeat enemy #5 for Potion to appear
 - Grabbing chest #7 will chain enemy pieces #8 and #9



Boss: Garland

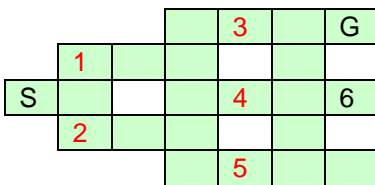
As a complete opposite of the Emperor, the boss from the last stage, Garland's basic and booster accessories are meant to further amplify his already immense damage. Garland's Mimic summon will also copy your current bravery amount, making the battle even more harder. Try to fight him in the stage's upper level so you'll have a lot of space to move and evade his attacks. This will also give you more chance to find his openings and execute your own attacks. Remember that you'll need to evade like crazy while he's executing his attacks to avoid getting pummeled, especially if he just mimicked your high bravery level. Don't allow him to collect EX Cores as well, as much as possible. Just keep distance and time your attacks and combos and you should be able to get through this nasty battle.

Congratulations for finishing this scenario. Depending on your performance and accumulated points, you'll be able to unlock new skills, remove the seals from special locked areas and also for rare chests to appear in the previous stages. Watch the following scenes.

Destiny Odyssey II: The Unending Dream

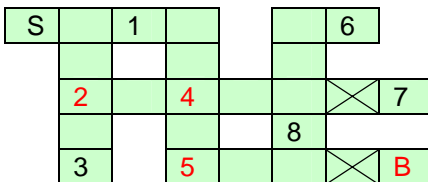
Firion

Stage 2-1



1. Enemy: Imitation Liegeman (LV1)
Map: Order's Sanctuary
2. Enemy: Ephemeral Vision (LV1)
Map: Order's Sanctuary
DP: (+1) Win the battle without taking damage
3. Enemy: False Hero (LV1)
Map: World of Darkness
4. Enemy: Transient Lion (LV1)
Map: World of Darkness
DP: (+1) BRV within 10 seconds
5. Enemy: Fallacious Wanderer (LV2)
Map: Order's Sanctuary
6. Treasure Chest: Spear

Stage 2-2



1. Imitation Despot (LV4)
Map: World of Darkness
2. Counterfeit Youth (LV1)
Map: Dream's End
DP: (+1) Critical hit within 10 seconds
3. Potion (Restores 100% HP/ EX Gauge)
4. Phantasmal Girl (LV1)
Map: Dream's End
DP: (+1) Win within 10 seconds
5. Ephemeral Vision (LV4)



Map: Order's Sanctuary
 DP: (+1) EX Burst within 10 seconds

6. Treasure Chest: Leather Armor
7. Summon Crystal (Inaccessible until mode is cleared)
8. Imaginary Soldier (LV4)
 Map: World of Darkness

- Defeat enemy #5 to unseal normal locked area

Boss: Jecht

This battle should be easy for you, considering Jecht's slow and basic attacks. Just keep on the move. Use Firion's variety of weapon combos to deal considerable damage per attack. Like the previous battles, prioritize getting EX Cores first and use EX Burst attacks to deal damage to the boss AND heal your HP.

Stage 2-3

B	X			5			8
1	2		S		7		9
3		4		6			10

1. Treasure Chest: 495 gil
2. Transient Lion (LV6)
 Map: Ultimecia's Castle
3. Ether (Randomly fills empty skill slot)
4. Potion (Restores 100% HP and EX Gauge)
5. Imitation Despot (LV7)
 Map: Dream's End
 DP: (+1) Win within 10 seconds
6. Phantasmal Girl (LV2)
 Map: World of Darkness
 DP: (+1) Win without taking damage
7. Fallacious Tree (LV15)
 Map: Order's Sanctuary
 DP: (+1) Win the battle
8. Summonstone: Shiva (Auto)
9. Treasure Chest: Scorpion
10. Delusory Warlock (LV6)
 Map: World of Darkness
 DP: (+1) BRV within 10 seconds

- Defeat enemy #10 to unseal locked area

Boss: Ultimecia

Ultimecia's attacks are slow and predictable. As long as you remain mobile, you'll have good chances of evading her attacks and close in on her. Firion has a variety of long range attacks but that won't win the battle. You'll still need to concentrate in getting EX Cores first and executing EX bursts to win this battle.

Stage 2-4

S					5	G	
	1				X		6
			3		X		
	2						7
			4				



1. False Hero (LV8)
Map: The Rift
DP: (+1) Critical hit within 10 seconds
2. Treasure Chest: Kunai
3. Counterfeit Youth (LV3)
Map: Order's Sanctuary
DP: (+1) Win within 10 seconds
4. Imitation Despot (LV9)
Map: World of Darkness
5. Treasure Chest (accessible after removing special locked area)
6. Capricious Reaper (LV9)
Map: The Rift
DP: (+1) Keep enemy from getting EX Cores
7. False Stewart (LV3)
Map: Ultimecia's Castle
DP: (+1) Win without taking damage

- Special locked area will be unlocked after clearing the mode
- Defeat enemy #1 to unlock red sealed area

Stage 2-5

6			4		2		8
		5					
B	X			X			S
	7			3		1	

1. Delusory Warlock (LV5)
Map: Pandaemonium
DP: (+1) Critical Hit within 10 seconds
2. Fallacious Wanderer (LV10)
Map: Dream's End
3. Imaginary Soldier (LV10)
Map: World of Darkness
DP: (+1) EX Burst within 10 seconds
4. Treasure Chest: Orange Drop
5. False Steward (LV4)
Map: The Rift
DP: (+1) Win within 10 seconds
6. Capricious Reaper (LV11)
Map: Ultimecia's Castle
DP: (+1) Win without taking damage
7. Treasure Chest: Rosetta Stone
8. Potion (Recover 100% HP / EX Gauge)

- Defeat enemy #1 to unlock first sealed area
- Defeat enemy #3 to reveal chest # 7
- Defeat enemy #5 to reveal Potion
- Defeat enemy #6 to unlock second sealed area



Boss: Emperor

Further examination of the Emperor's equipment certainly tells you that this boss is a lot more dangerous when near death. The Emperor excels in ranged combat and not that good up-close. This gives Firion, a melee fighter, an advantage so your main priority to get in close by dashing or using free dashes. As long as you evade his attacks, you'll have a good chance in cornering him and catching him with your combos. The corridors are tight and narrow so you'll need to be aggressive and charge towards him most of the time to force him to evade. Be careful though since he can block your attacks, staggering you and leaving you vulnerable for a few seconds.

Destiny Odyssey III: The Pride of Youth

Onion Knight

The only difficulties you'll encounter with Onion Knight's stages are the unknown or question-marked blocks that may contain treasures or enemies. Thankfully, you can just refer to the maps below to know the locations of enemies and items.

Stage 3-1

				3	5	
		1				
				4		G
		2				7
				6		

1. Delusory Knight (LV1)
Order's Sanctuary
2. Counterfeit Youth (LV2)
Order's Sanctuary
3. Treasure Chest: Red Drop
Pandaemonium
4. Counterfeit Wraith (LV2)
Pandaemonium
5. False Stalwart (LV2)
Pandaemonium
6. Ephemereal Vision (LV1)
Order's Sanctuary
DP: (+1) BRV Break within 10 seconds
7. Imaginary Soldier (LV1)
Pandaemonium
DP: (+1) Win without taking damage

G. Goal

Stage 3-2

				4		6
		2				
1				5		7 G
		3				
						8

1. Phantasmal Harlequin (LV1)
Dream's End
2. Ephemeral Vision (LV6)
Dream's End
DP: (+1) Win without losing HP
3. Potion: Restores HP and EX Gauge to 100%



4. Capricious Thief (LV7)
Order's Sanctuary
5. Delusory Warlock (LV5)
Pandaemonium
DP: (+1) Win within 10 seconds
6. Treasure Chest: Yellow Drop
7. Counterfeit Wraith (LV6)
Pandaemonium
DP: (+1) BRV Break within 10 seconds
8. Summonstones (accessible only after completing mode)

Stage 3-3

2				4			9
	3			5		7	
1			G			8	
			6				10

1. Imaginary Champion (LV4)
Dream's End
DP: (+1) EX Burst within 10 seconds
 2. Treasure Chest: Hide Armlet
 3. Counterfeit Wraith (LV7)
Old Chaos Shrine
DP: (+1) Win within 10 seconds
 4. Imitation Despot (LV16)
Old Chaos Shrine
DP: (+1) Win battle
 5. Treasure Chest: Full Metal Staff
 6. Delusory Knight (LV3)
 7. Imaginary Soldier (LV9)
Pandaemonium
 8. Ether
 9. Summonstone: Phoenix Auto
 10. Delusory Warlock (LV3)
Order's Sanctuary
DP: (+1) Win without taking damage
- Destroy enemy # 7 to unlock sealed area

Stage 3-4

		2					B
				5			
	1		4			7	
					6		
		3					8

1. Ephemeral Vision (LV9)
Old Chaos Shrine
DP: (+1) Win within 10 seconds
2. False Stalwart (LV5)
World of Darkness
3. Treasure Chest
4. Phantasmal Harlequin (LV5)



DP: (+1) Win within 10 seconds.

- Boss: Terra**

Thanks to Terra's Puppeteer's Wheel accessory, her EX Mode duration is five times longer than usual, her EX Force Absorption is twice faster, and she starts with a full EX Gauge. That said, you should remain mobile and don't attack recklessly. Terra's spells are devastating and will leave you vulnerable to multiple hits and combos if ever you get hit. Run around and wait for her to revert to her normal form and time your charges and attacks right after she casts (and you dodge) the spells. The best time to attack her is after she uses her tornadoes as she'll be open right after finishing the spell.

7		6	5				
A	A			2			
B	B				1		
				3			
8	C		4				

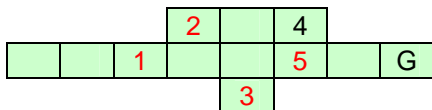
1. Delusory Knight (LV7)
World of Darkness
DP: (+1) BRV Break within 10 seconds
 2. Imaginary Champion (LV8)
Planet's Core
DP: (+1) Wall Rush within 10 seconds
 3. False Stewart (LV6)
Pandaemonium
DP: (+1) Win within 10 seconds
 4. Imitation Despot (LV12)
DP: (+1) Win without taking damage
 5. Treasure Chest: White Drop
 6. Capricious Reaper (LV7)
Old Chaos Shrine
 7. Treasure Chest: Guard Stick
 8. Potion: Recovers HP and EX Gauge
- Defeat enemy # 2 to unlock sealed area C
 - Defeat enemy # 4 to unlock sealed area A
 - Defeat enemy # 6 to unlock sealed area B

Like the other spellcaster bosses, this boss' accessories are meant to deal greater damage at a distance. This boss has some really nasty spells and you must time your attacks carefully as aggressively attacking her will only lead to your immediate demise. It will be annoying since she moves rather quickly and can block/evade most of your attacks. Remain mobile and keep dodging if she starts going on an offensive. Prioritize grabbing the EX Cores so you can execute your own EX Burst attacks. Try drive her to a corner her so you can easily outmaneuver her and attack.

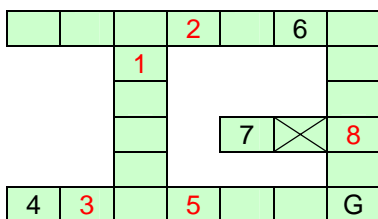


Cecil

Stage 4-1



- ## Stage 4-2



1. Phantasmal Girl (LV1)
Order's Sanctuary
2. Imitation Liegeman (LV1)
Old Chaos Shrine
DP: (+1) BRV Break within 10 seconds
3. Delusory Warlock (LV3)
World of Darkness
DP: (+1) Win within 10 seconds
4. Treasure Chest: Dark Armor (Set 2/3)
5. Capricious Thief (LV1)
Order's Sanctuary
DP: (+1) Win without losing HP
6. Potion: Fully recovers HP and EX Gauge
7. Summonstone (accessible after clearing mode)
8. Counterfeit Youth (LV3)
World of Darkness



Stage 4-3

					5		B
1		3	9			6	
					7		
2			4				8

1. Transient Lion (LV1)
Planet's Core
DP: (+1) Win without taking damage
 2. Counterfeit Youth (LV5)
Order's Sanctuary
 3. Treasure Chest: Dark Shield (Set 3/3)
 4. Counterfeit Wraith (LV1)
World of Darkness
DP: (+1) Win within 10 seconds
 5. Delusory Warlock (LV4)
Old Chaos Shrine
DP: (+1) EX Burst within 10 seconds
 6. Ether: Randomly fills empty skill slots
 7. Ephemeral Vision (LV5)
Old Chaos Shrine
DP: (+1) Critical Hit within 10 seconds
 8. Summonstone – Carbuncle
 9. Potion: Fully recovers HP and EX Gauge
- Defeat enemy 2 to unlock sealed area.
 - Potion will appear after defeating enemy 5
 - You should be able to equip the full Dark Armor set

Boss: Exdeath

He has some really nasty spells that will send you sky high if you get hit. His spells take time to cast and to recover so he's quite vulnerable while casting his spell. You should be able to exploit this weakness by using the basic hit and run tactic. Wait for it to use a spell, evade it then rush in to perform your own combos. Try to use Cecil's Paladin aerial combos since it is much faster compared to his Dark Knight form.

Stage 4-4

			3		5	6	
		2					
							G
					7		
	1		4				8

1. Imaginary Soldier (LV7)
Order's Sanctuary
DP: (+1) Win within 10 seconds
2. Phantasmal Girl (LV2)
Kefka's Tower
DP: (+1) BRV Break within 10 seconds
3. Treasure Chest: Dark Helmet
4. Transient Witch (LV2)
Pandaemonium
DP: (+1) Win without taking damage
5. Imaginary Champion (LV15)



Old Chaos Shrine

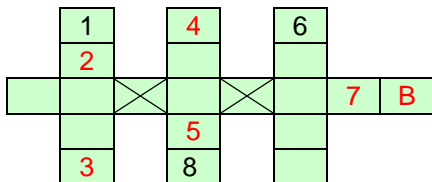
DP: (+1) Win the battle

6. Treasure Chest: Shell Armor

7. Delusory Warlock (LV8)

Kefka's Tower

Stage 4-5



1. Treasure Chest: Guard Ring

2. Imitation Liegeman (LV3)

Lunar Subterrane

3. Counterfeit Wraith (LV3)

Pandaemonium

DP: (+1) Win without taking damage

4. Ephemeral Vision (LV9)

Old Chaos Shrine

5. Transient Witch (LV9)

Kefka's Tower

DP: (+1) BRV Break within 10 seconds

6. Potion: Fully restores HP and EX Gauge

7. Delusory Knight (LV3)

Order's Sanctuary

DP: (+1) Win within 10 seconds

8. Treasure Chest: Rosetta Stone

- Defeat enemy 3 to unlock first sealed area
- Defeat enemy 5 to unlock second sealed area
- Treasure chest 8 will appear after defeating enemy 4

Boss: Golbez

This fight is similar to Exdeath's so you can use the same tactic. Golbez's attacks are slow and predictable – as long as you keep on your toes, you should be able to evade and counterattack immediately while he is open after his attacks. Its better to slow him down using the Dark Knight's Dark Orb bravery attack then follow it up with a mid-air dash attack as the Paladin. Like before, prioritize grabbing the EX Cores so you can turn the tide of battle with your EX Burst. Besides, Golbez is unstoppable while in EX Mode and his Ex Burst can easily kill you so taking the EX Cores gives you dual advantage.

Destiny Odyssey V: Journey, Courage, Friends

Bartz

Bartz mimics the skills of other characters and make them their own; he even adds his personal touches to enable additional effects. You must keep it in mind when setting his equipment and abilities. Another thing why his scenario is difficult is because his stages were littered with powerful enemies. The combination of a complex character and the stages' setup will require patience and skill so you may try this scenario last, after finishing the easier scenarios.



Stage 5-1

			3				
		1					5
				X		4	
		2					6
							G

1. Fallacious Wanderer (LV1)
Order's Sanctuary
2. Phantasmal Girl (LV2)
Order's Sanctuary
DP: (+1) BRV Break within 10 seconds
3. Imaginary Soldier (LV2)
World of Darkness
4. Phantasmal Harlequin (LV1)
World of Darkness
5. Treasure Chest: Long Sword
6. Fallacious Tree (LV2)
Order's Sanctuary
DP: (+1) Win within 10 seconds

- Defeat enemy # 2 to unlock sealed area

Stage 5-2

G		2		X		6	
X			4				8
1		X	A				
			5			7	
		3					9

1. Summonstone: Accessible only after the mode is cleared
2. Fallacious Tree (LV6)
Kefka's Tower
DP: (+1) EX Burst within 10 seconds
3. Counterfeit Wraith (LV1)
Kefka's Tower
4. False Stewart (LV1)
Kefka's Tower
5. Transient Lion (LV5)
Order's Sanctuary
DP: (+1) Win without losing HP
6. Phantasmal Girl (LV5)
World of Darkness
7. Imaginary Champion (LV2)
World of Darkness
DP: (+1) EX Burst within 10 seconds
8. Treasure Chest: 740 gil
9. Potion: Fully restores HP and EX Gauge

- Defeat enemy # 3 to reveal Potion
- Defeat enemy # 6 to unlock sealed area A
- Defeat enemy # 7 to unlock sealed area B



Stage 5-3

	1		4			10	
		2			7		
				6			B
			5		11		
		3				8	9

1. Summonstone: Leviathan (Auto)
2. Phantasmal Harlequin (LV7)
Lunar Subterrane
DP: (+1) Win without taking damage
3. Ether: Randomly fills empty skill slot
4. Fallacious Tree (LV8)
World of Darkness
DP: (+1) Critical hit within 10 seconds
5. Transient Lion (LV3)
World of Darkness
DP: (+1) BRV Break within 10 seconds
6. Imaginary Soldier (LV3)
Lunar Subterrane
DP: (+1) Win within 10 seconds
7. Imitation Liegeman (LV8)
Order's Sanctuary
8. Capricious Reaper (LV16)
Order's Sanctuary
DP: (+1) Win battle
9. Treasure Chest: Shell Shield
10. Treasure Chest: Rosetta Stone
11. Potion: Fully recovers HP and EX Gauge

- Defeat enemy #4 to reveal item # 10
- Defeat enemy # 8 to reveal potion

Boss: Golbez

If you have faced him before in Cecil's scenario, then you should know how to defeat this guy. Don't allow him to hit you with his magical attacks or you'll immediately find yourself in a pinch. Moreover, don't allow him to gather Ex Cores and go to EX Mode or that's the end of you. Golbez's attacks can be easily avoided, so long as you keep mobile and won't be reckless enough to charge everytime you have the chance. Wait for him to cast his spell, evade then attack him while you have the chance.

Stage 5-4

	1			5		7	
			3				
					6		
	2		4		8	G	

1. Fallacious Tree (LV10)
Kefka's Tower
DP: (+1) Win without taking damage
2. Imitation Liegeman (LV8)
Lunar Subterrane
3. Counterfeit Wraith (LV4)
Ultimécia's Castle
DP: (+1) Win within 10 seconds

4. Treasure Chest: Buckler
 5. Phantasmal Girl (LV5)
Ultimacia's Castle
DP: (+1) Critical Hit within 10 seconds
 6. False Stalwart (LV10)
Lunar Subterrane
DP: (+1) Win without losing HP
 7. Imaginary Champion (LV11)
World of Darkness
DP: (+1) BRV Break within 10 seconds
 8. Treasure Chest (accessible only after clearing the mode)
- Defeat enemy #6 to unlock sealed area



Stage 5-5

10		6			2		
						1	
B		7			3		
			5				
	8			4		9	

1. Imitation Despot (LV6)
World of Darkness
DP: (+1) Win within 10 seconds
 2. Treasure Chest: White Drop
 3. Counterfeit Wraith (LV7)
Lunar Subterrane
DP: (+1) Critical Hit within 10 seconds
 4. Transient Lion (LV7)
Ultimacia's Castle
 5. Phantasmal Harlequin (LV12)
The Rift
DP: (+1) Keep foe from getting EX Cores
 6. Imaginary Champion (LV13)
Kefka's Tower
 7. False Stalwart (LV7)
Kefka's Tower
DP: (+1) EX Burst within 10 seconds
 8. Delusory Warlock (LV12)
Lunar Subterrane
 9. Potion: Fully restores HP and EX Gauge
 10. Treasure Chest: Cyan Drop
- Defeat enemy # 5 to reveal Potion
 - Defeat enemy # 8 to reveal item # 10

Boss: ExDeath

You may use the same tactic you used against Golbez but with a little twist. ExDeath will block most of your attacks so make sure not to recklessly and aggressively attack him. Wait for him to attack, evade then quickly dash towards him to land some of your bravery attacks first then followed by your HP attacks. If wall rush triggers, carefully time your attacks and evasion so you can have the edge in dealing damage. Like before, always keep an eye out for EX Cores as you may not want the boss to become even more monstrous as he already is.



Destiny Odyssey VI: Strength For Whom?

Terra

Terra's scenario is one of the hardest, due to the increased number of engagements and the strength of enemies she needs to face. Terra would be played differently as she relies on her magic to attack enemies. If you want, you can take her for a spin in a few quick battles to get a hold of her controls. Controlling Terra efficiently takes an above average learning curve; however, in the hands of a good player, she's one force to be reckoned with.

Stage 6-1

		3		5		8
	1					
2		4		6		G
					7	

1. Phantasmal Girl (LV1)
Order's Sanctuary
2. False Hero (LV2)
Lunar Subterrane
3. Delusory Knight (LV2)
Lunar Subterrane
4. Phantasmal Harlequin (LV3)
Order's Sanctuary
DP: (+1) Win within 10 seconds
5. Counterfeit Wraith (LV2)
Lunar Subterrane
6. Imitation Despot (LV3)
Order's Sanctuary
7. Ephemeral Phantom (LV2)
Lunar Subterrane
DP: (+1) BRV Break within 10 seconds
8. Chest: Staff

Stage 6-2

G		5				9	
							1
			4				
7						2	
8	6						3

1. Potion: Fully restores HP and EX Gauge
2. Capricious Reaper (LV2)
Lunar Subterrane
3. Phantasmal Harlequin (LV7)
Dream's End
DP: (+1) Win within 10 seconds
4. Transient Lion (LV8)
Order's Sanctuary
5. Summonstone: (Accessible after clearing the mode)
6. Delusory Knight (LV3)
Dream's End
DP: (+1) Critical Hit within 10 seconds
7. Fallacious Tree (LV8)
Order's Sanctuary
DP: (+1) Win without taking damage
8. Treasure Chest: Robe



9. False Stalwart (LV2)
Lunar Subterrane

- Enemy # 9 will appear after getting Potion
- Defeat enemy # 3 to unlock first sealed area
- Defeat enemy # 7 to unlock second sealed area

Stage 6-3

		2	5				B
	X			6			
		3			7	8	9
1							
		4				11	10

1. Delusory Warlock (LV1)
Planet's Core
DP: (+1) Keep foe from getting EX Cores
2. Treasure Chest: Power Ring
3. Fallacious Tree (LV5)
Lunar Subterrane
4. Ephemeral Phantom
Dream's End
DP: (+1) Win without taking damage (LV5)
5. Phantasmal Harlequin (LV8)
Planet's Core
DP: (+1) Win within 10 seconds
6. Capricious Reaper (LV10)
Order's Sanctuary
DP: (+1) BRV Break within 10 seconds
7. Ether (Randomly fills empty skill slot)
8. Transient Witch (LV18)
Lunar Subterrane
DP: (+1) Win battle
9. Treasure Chest: Mage's Staff
10. Summonstone: Demon Wall
11. Potion: Fully restores HP and EX Gauge

- Defeat enemy # 4 to unlock sealed area
- Defeat enemy # 8 to reveal potion

Boss: Cloud

This boss battle is manageable and can be won using simple tactics. Since Terra's attacks are slow and limited in range, you'll need to time your attacks for them to connect. Cloud hits hard yet his attacks are predictable. So instead of evading his attacks, try to block it instead and while he is reeling, perform your own combos. You can also evade his attacks then perform a counterattack but since he is moving freely, there is a possibility that he can also evade your counterattack.

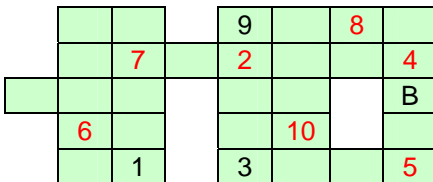
Stage 6-4

				7	X	8
		2	4			
		1		5		G
		3	6			



1. Transient Lion (LV11)
Crystal World
DP: (+1) Critical hit within 10 seconds
2. Counterfeit Wraith (LV6)
Order's Sanctuary
DP: (+1) EX Burst within 10 seconds
3. Imitation Despot (LV6)
Dream's End
DP: (+1) Wall Rush within 10 seconds
4. False Stalwart (LV12)
Kefka's Tower
5. Phantasmal Harlequin (LV12)
Lunar Subterrane
DP: (+1) Win within 10 seconds
6. False Hero (LV7)
Crystal World
7. Treasure Chest: 495 gil
8. Treasure Chest (Accessible only after clearing the mode)

Stage 6-5



1. Treasure Chest: In EX Mode
2. Imitation Despot (LV13)
Order's Sanctuary
DP: (+1) Win without taking damage
3. Treasure Chest: Rosetta Stone
4. Transient Lion (LV14)
Order's Sanctuary
DP: (+1) Critical hit within 10 seconds
5. False Stalwart (LV14)
Crystal World
6. Ephemeral Phantom (LV9)
Kefka's Tower
7. Fallacious Tree (LV9)
Crystal World
DP: (+1) BRV Break within 10 seconds
8. Delusory Warlock (LV9)
Lunar Subterrane
DP: (+1) Wall rush within 10 seconds
9. Potion: Fully restores HP and EX Gauge
10. Capricious Reaper (LV8)
Lunar Subterrane

- Enemy # 6 will appear/ chain after getting item # 1
- Defeat enemy # 2 to reveal enemy # 7
- Defeat enemy # 4 to reveal enemy # 8
- Defeat enemy # 8 to reveal Potion (#9)
- Enemy # 10 will appear/ chain after getting item # 3

Boss: Kefka

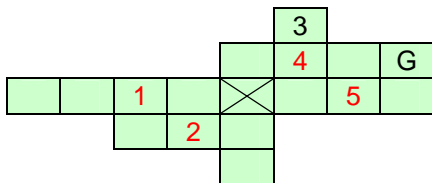
This evil clown-mage have really devastating attacks that can easily knock your character to the walls of this narrow and small stage. Like other spellcasters, Kefka is most vulnerable during and after casting a spell. Carefully timed dodges and rushes will allow you to minimize the damage inflicted to your character, as well as giving you the chance to attack. Also, as a trivial suggestion given before, prioritize grabbing any EX Cores first. It's for your own safety and advantage. Use the narrow corridors to your advantage – especially when casting Flood.

Destiny Odyssey VII: Fate

Cloud

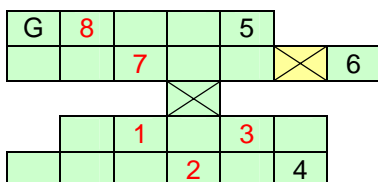
Cloud's scenario is pretty straightforward and simple. There are a few enemies per stage and no special conditions or handicaps compared to other characters. His attacks are powerful enough to send enemies flying, making it easier to perform chases and wall rushes.

Stage 7-1



1. Imaginary Soldier (LV1)
Order's Sanctuary
 2. Capricious Thief (LV1)
Order's Sanctuary
 3. Treasure Chest: Buster Sword
 4. False Hero (LV1)
Lunar Subterrane
DP: (+1) Win within 10 seconds
 5. Imaginary Champ (LV1)
Lunar Subterrane
DP: (+1) Win without taking damage
- Defeat enemy # 2 to unlock sealed area

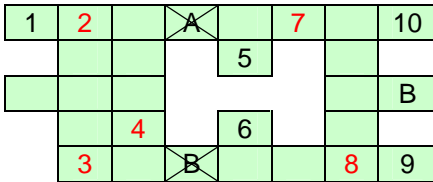
Stage 7-2



1. Ephemeral Vision (LV1)
Old Chaos Shrine
DP: (+1) BRV Break within 10 seconds
2. Delusory Knight (LV3)
Order's Sanctuary
DP: (+1) Win without taking damage
3. Phantasmal Girl (LV3)
Lunar Subterrane
4. Treasure Chest: Bronze Bangle
5. Potion: Fully restores HP and EX Gauge
6. Summonstone (Accessible after clearing the mode)
7. False Stalwart (LV1)
Old Chaos Shrine
DP: (+1) Critical hit within 10 seconds
8. Imaginary Champ (LV4)
Order's Sanctuary
DP: (+1) Win without taking damage



Stage 7-3



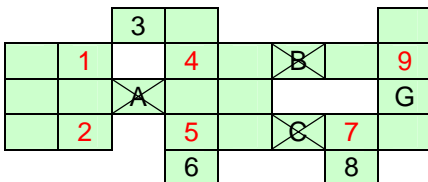
1. Treasure Chest: Hard Edge
2. Ephemeral Phantom (LV13)
Order's Sanctuary
DP: (+1) Win battle
3. Capricious Thief (LV1)
The Rift
DP: (+1) Win without taking damage
4. Delusory Knight (LV1)
Lunar Subterrane
DP: (+1) BRV Break within 10 seconds
5. Potion: Fully restores HP and EX Gauge
6. Ether (Randomly fills empty skill slot)
7. Ephemeral Vision (LV5)
Order's Sanctuary
8. Imaginary Champion (LV5)
Old Chaos Shrine
DP: (+1) EX Burst within 10 seconds
9. Summonstone: Magic Pot
10. Treasure Chest: Power Ring

- Defeat enemy # 2 to unlock locked area A
- Defeat enemy # 3 to unlock locked area B

Boss: Firion

Firion has a lot of attacks but can be easily dodged with proper timing. Be ready to block his rush attacks as well since it staggers him for a second, leaving him open for your own attacks. Make use of Cloud's strong blows to send this boss flying and connect some aerial combos or drive him on a corner where you break his bravery before landing HP attacks.

Stage 7- 4



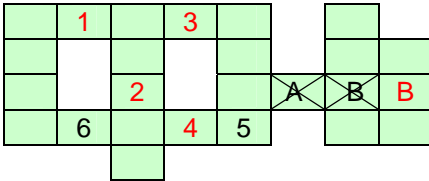
1. False Hero (LV2)
Order's Sanctuary
2. Phantasmal Harlequin (LV2)
World of Darkness
DP: (+1) BRV Break within 10 seconds
3. Treasure Chest: (Accessible after clearing the mode)
4. Imitation Liegeman (LV7)
The Rift
DP: (+1) Keep foe from getting EX Cores
5. Fallacious Wanderer (LV2)
Lunar Subterrane
DP: (+1) Win within 10 seconds
6. Treasure Chest: Leather Armor



7. Imaginary Champion (LV8)
 8. Treasure Chest: Bronze Helm
 9. Phantasmal Harlequin (LV8)
- The Rift
DP: (+1) Wall rush within 10 seconds

- Defeat enemy # 2 to unlock sealed area A
- Defeat enemy # 5 to unlock sealed area B
- Defeat enemy # 4 to unlock sealed area C

Stage 7- 5



1. Imitation Liegeman (LV3)
Planet's Core
DP: (+1) Win without taking damage
 2. False Stalwart (LV3)
World of Darkness
DP: (+1) Win within 10 seconds
 3. Fallacious Wanderer (LV10)
Lunar Subterrane
DP: (+1) Win without taking damage
 4. Phantasmal Girl (LV10)
The Rift
DP: (+1) BRV Break within 10 seconds
 5. Treasure Chest: Rosetta Stone
 6. Potion: Fully restores HP and EX Gauge
- Defeat enemy # 2 to unlock sealed area A
 - Defeat enemy # 3 to unlock sealed area B and to reveal Potion

Boss: Sephiroth

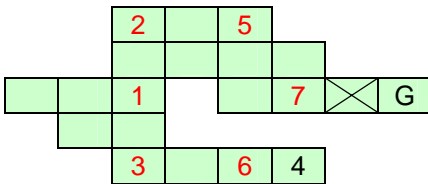
At this point, you have surely faced Sephiroth's lesser copies or manikins before and you should already know how fast and unforgiving they are. Sephiroth have lightning-fast, mid-range range attacks that are almost impossible to avoid. What makes it more dangerous is that his attacks deal multiple hits. Do not allow him to collect EX Cores or your defeat will become imminent. You should be aggressive as well and try to block his attacks whenever possible. Your best bet will be wall rushes (where Cloud excels) and breaking his bravery points to avoid getting damaged and pumping out your character at the same time.

Destiny Odyssey VIII: The Lion Stalks the Savannah Squall

Squall's stages are a bit different since his stages start with deceptively limited pieces. However, as you unlock chests and defeat enemies, more and more pieces will appear.



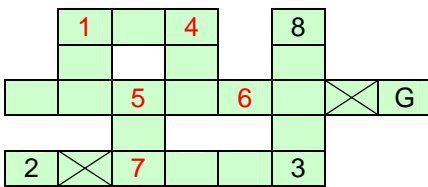
Stage 8-1



1. Transient Lion (LV1)
Order's Sanctuary
2. Delusory Knight (LV2)
Order's Sanctuary
3. Ephemeral Vision (LV1)
Order's Sanctuary
4. Treasure Chest: Revolver
5. Phantasmal Girl (LV2)
Old Chaos Shrine
DP: (+1) BRV Break within 10 seconds
6. Transient Witch (LV2)
Old Chaos Shrine
7. Capricious Thief (LV2)
Order's Sanctuary
DP: (+1) Win without taking damage

- Enemies # 2, 3 and item # 4 will appear after defeating enemy # 1
- Defeat enemy # 2 to reveal enemy # 5
- Defeat enemy # 3 to reveal enemy # 6
- Defeat enemy # 6 to reveal enemy # 7
- Defeat enemy # 7 to unlock sealed area

Stage 8-2



1. Fallacious Tree (LV1)
Old Chaos Shrine
2. Summonstone: (Accessible after clearing mode)
3. Potion: Fully restores HP and EX Gauge
4. Capricious Thief (LV4)
Order's Sanctuary
DP: (+1) Win within 10 seconds
5. Delusory Knight (LV1)
Pandaemonium
DP: (+1) Keep for from getting EX Cores
6. Fallacious Wanderer (LV5)
Old Chaos Shrine
DP: (+1) Critical Hit within 10 seconds
7. Transient Witch (LV5)
Order's Sanctuary
8. Treasure Chest: Purple Drop

- Defeat enemy # 1 to reveal enemy # 4
- Defeat enemy # 4 to reveal enemies # 5 and # 6
- Defeat enemy # 5 to reveal enemy # 7



- Defeat enemy # 7 to unlock sealed area
- Defeat enemy # 6 for item # 8 to appear.

Stage 8-3

	8		6		A		4
1				3			B
						10	
2		7		9	B		5

1. Ephemeral Vision (LV6)
The Rift
DP: (+1) Win without taking damage
 2. Summonstone: Bahamut
 3. Delusory Knight (LV2)
 4. Treasure Chest: Bronze Bangle
 5. Ether (Randomly fills empty skill slot)
 6. Imaginary Champion (LV2)
Pandaemonium
 7. Fallacious Wanderer (LV7)
Pandaemonium
DP: (+1) Win within 10 seconds
 8. Phantasmal Harlequin (LV7)
Pandaemonium
DP: (+1) EX Burst within 10 seconds
 9. Transient Witch (LV7)
Old Chaos Shrine
 10. Potion: Fully restores HP and EX Gauge
- Defeat enemy # 1 to reveal enemy # 6
 - Defeat enemy # 6 to reveal enemy # 9 and item # 10
 - Defeat enemy # 9 to unlock sealed area A
 - Defeat enemy # 3 to reveal enemy # 7
 - Defeat enemy # 7 to reveal enemy # 8
 - Defeat enemy # 8 to unlock sealed area B

Boss: Kuja

The battle with Kuja won't be that hard, as long as you keep close to him. His attacks are slow and easy to evade so you'll need to rely on counterattacks to win against this boss. His long-ranged homing attacks won't be that effective in short range so close the distance between you two. Squall excels in both close and mid-range combat so you should have the advantage as long as you remain defensive and strike only after evading his attacks.

Stage 8-4

2	X	4		6		A	3
		11					
	1		7		10	B	B
		5			8		9

1. Capricious Thief (LV4)
Crystal World
DP: (+1) Keep the foe from getting EX Cores
2. Treasure Chest (Accessible after completing mode)
3. Treasure Chest: Sun Blade



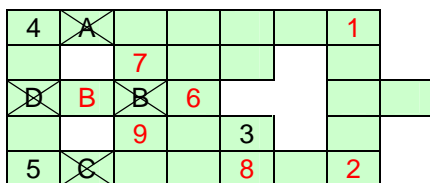
4. Fallacious Tree (LV8)
The Rift
5. Phantasmal Harlequin (LV4)
The Rift
DP: (+1) Win within 10 seconds
6. Phantasmal Girl (LV9)
Pandaemonium
7. False Stalwart (LV17)
Crystal World
DP: (+1) Win Battle
8. Ephemeral Phantom (LV3)
Pandaemonium
9. Treasure Chest: Leather Hat
10. Transient Witch LV9
Old Chaos Shrine
DP: (+1) Critical Hit within 10 seconds
11. Potion: Fully restores HP and EX Gauge

- Defeat enemy # 1 to reveal enemies # 4 and # 5
- Defeat enemy # 4 to reveal enemies # 6 and # 7
- Defeat enemy # 7 to unlock sealed area A and reveal item # 11
- Defeat enemy # 5 to reveal enemy # 8 and item # 9
- Defeat enemy # 8 to reveal enemy # 10
- Defeat enemy # 10 to unlock sealed area B

Boss: Warrior of Light

The Warrior of Light's attacks are practically limited in range though if he ever catches you off guard, expect to suffer considerable damage from his combos. Fortunately, his attacks are easy to evade and he has some openings while doing some of his HP attacks. Use these openings to your advantage and land some devastating combos of your own. Be warned though; he is aggressive and good in blocking direct attacks so you'll have better chances of damaging him when counterattacking.

Stage 8-5



1. Imaginary Champ (LV6)
Pandaemonium
DP: (+1) Win without taking damage
2. Fallacious Wanderer (LV11)
Order's Sanctuary
DP: (+1) Critical hit within 10 seconds
3. Treasure Chest: Guard Ring
4. Treasure Chest: Rosetta Stone
5. Potion: Fully restores HP and EX Gauge
6. Ephemeral Phantom (LV6)
The Rift
DP: (+1) Win within 10 seconds
7. Phantasmal Harlequin (LV12)
Crystal World
DP: (+1) EX Burst within 10 seconds
8. Phantasmal Girl (LV5)
Ultimecia's Castle
9. Fallacious Tree (LV11)
The Rift



- Defeat enemy # 1 to reveal enemies # 6 and # 7
- Defeat enemy # 2 to unlock sealed area C and to reveal enemy # 8
- Defeat enemy # 8 to reveal enemy # 9
- Defeat enemy # 9 to unlock sealed area A
- Defeat enemy # 6 to unlock sealed area B
- Defeat enemy # 7 to unlock sealed area D

Boss: Ultimecia

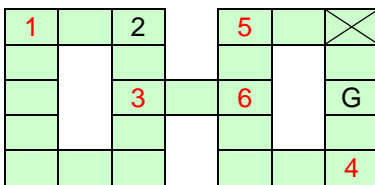
This boss fight should be easy since Ultimecia's spells are easy to evade, especially at mid-range. Wait for her to cast her spell, evade then rush in while she's still open. She is vulnerable while casting her spells so that's your best chance of attacking her. You may want to start your combos with bravery attacks first before using your HP attacks so you can further maximize your damage. Also, her spells won't be that damaging if she is suffering from break. Just like the previous battles, always prioritize getting the EX Cores to prevent her from turning the tide of battle against you.

Destiny Odyssey IX: Melodies of Life

Zidane

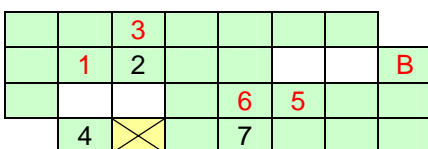
Zidane is an awesome aerial fighter so you'll need to use air dashes most of the time. He has many HP attacks but if its your first time handling him, you may want to just fight a few free battles to familiarize yourself with his fighting style. His entire scenario is fairly average as well.

Stage 9-1



1. Fallacious Wanderer (LV1)
World of Darkness
 2. Treasure Chest: Knife
 3. Capricious Thief (LV1)
Order's Sanctuary
 4. Capricious Thief (LV2)
Order's Sanctuary
DP: (+1) Critical Hit within 10 seconds
 5. False Hero (LV2)
World of Darkness
 6. Counterfeit Youth (LV1)
Order's Sanctuary
BRV Break within 10 seconds
- Defeat enemy #1 to unlock sealed area.
 - Grab item #2 to reveal enemy # 5
 - Defeat enemy # 3 to reveal enemy # 6

Stage 9-2



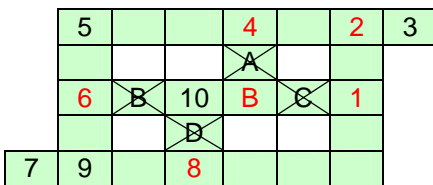
1. Counterfeit Youth (LV4)
World of Darkness
DP: (+1) Win without taking damage
2. Treasure Chest: Leather Hat
3. Fallacious Wanderer (LV1)
Order's Sanctuary
DP: (+1) Critical Hit within 10 seconds
4. Summonstone (Available after clearing mode)
5. Capricious Reaper (LV5)
World of Darkness
DP: (+1) Win within 10 seconds
6. Delusory Knight (LV4)
Kefka's Tower
7. Potion

- Defeat enemy # 1 to reveal enemy # 5
- Grab item # 2 to reveal enemy # 6
- Defeat enemy # 3 to reveal Potion

Boss: Kefka

Kefka's attacks are really slow at this point so you can easily evade it even in mid-range. He won't act that much but will occasionally evade your attacks. Since the area is full of walls, you can just drive it in a corner using your bravery attacks then connect with your mid-air HP attacks. This battle shouldn't be that hard at all.

Stage 9-3



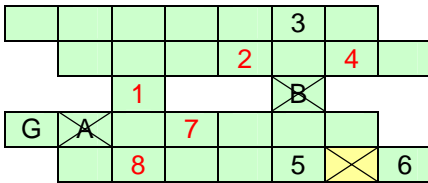
1. Imitation Despot (LV7)
World of Darkness
DP: (+1) BRV Break within 10 seconds
 2. Delusory Warlock (LV15)
World of Darkness
DP: (+1) Win battle
 3. Treasure Chest: Triton's Dagger
 4. Transient Lion (LV2)
Ultimecia's Castle
DP: (+1) Win within 10 seconds
 5. Summonstone: Alexander
 6. Capricious Reaper (LV8)
Kefka's Tower
 7. Ether
 8. False Hero (LV3)
World of Darkness
DP: (+1) Wall Rush within 10 seconds
 9. Potion
 10. Treasure Chest: Green Drop
- Defeat enemy # 1 to unlock sealed area B
 - Defeat enemy # 2 to reveal Potion
 - Defeat enemy # 4 to unlock sealed area D
 - Defeat enemy # 6 to unlock sealed area C
 - Defeat enemy # 8 to unlock sealed area A



Boss: Garland

Garland has a variety of wide-ranged attacks so you'll need to use Zidane's speed to quickly evade those attacks and attack him while he's casting his spells. However, you can't also ignore the fact that he can also perform devastating HP combos that will send you flying. Obstructions are aplenty in this stage, making it more difficult for you to connect your air combos. Just keep mobile and counterattack often. If possible, drive Garland to a corner where you'll have better chances of scoring a hit.

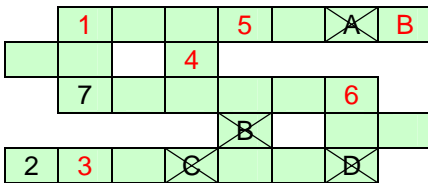
Stage 9-4



1. Transient Lion (LV9)
Dream's End
DP: (+1) Win without taking damage
2. Transient Witch (LV9)
Kefka's Tower
3. Treasure Chest: Leather Clothes
4. Fallacious Tree
World of Darkness
DP: (+1) Keep foe from getting EX Cores
5. Potion
6. Treasure Chest: Inaccessible until mode is cleared
7. Ephemeral Phantom
Dream's End
DP: (+1) Win within 10 seconds
8. Capricious Reaper (LV11)
Ultimécia's Castle
DP: (+1) EX Burst within 10 seconds

- Defeat enemy # 1 to unlock sealed area B
- Defeat enemy # 2 to reveal enemy # 7
- Grab item # 3 to reveal enemy # 8
- Defeat enemy # 4 to unlock sealed area A

Stage 9-5



1. Counterfeit Wraith (LV5)
Ultimécia's Castle
DP: (+1) Win within 10 seconds
2. Treasure Chest: Rosetta Stone
3. Delusory Knight (LV6)
World of Darkness
DP: (+1) Critical Hit within 10 seconds
4. Imitation Despot (LV10)
Dream's End
DP: (+1) Win without taking damage
5. Ephemeral Phantom (LV6)



Crystal World

DP: (+1) Keep foe from getting EX Cores

6. Fallacious Tree (LV11)

Kefka's Tower

DP: (+1) BRV Break within 10 seconds

7. Treasure Chest: 740 Gil

- Defeat enemy # 1 to unlock sealed area D
- Defeat enemy # 4 to unlock sealed area B
- Defeat enemy # 5 to unlock sealed area C
- Defeat enemy # 3 to unlock sealed area A
- Defeat enemy # 6 to reveal item # 7

Boss: Kuja

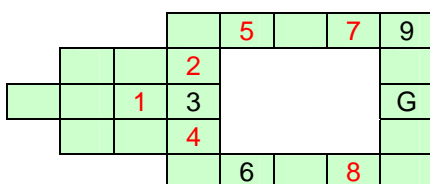
Kuja's mid and long-ranged attacks shouldn't be underestimated as they'll often leave you vulnerable for more devastating chain attacks. Keep your distance and carefully wait for an opening. Your best bet of damaging will be during counterattacks. You may want to spend the first few minutes in battle gathering EX cores and familiarizing yourself with his stances for each attack; that way, you'll be able to react and dodge at the right time. Wall rushes and air combos will be the key to win here so always start your combos with Zidane's bravery attacks then follow them up with his airborne HP attacks.

Destiny Odyssey X: The Road to Tomorrow

Tidus

Tidus' scenario is very straightforward and has lots of easy enemies, except for the boss fights. You shouldn't have problems clearing his stages except if you're still trying to learn his moves. If that's the case, try to fight a few quick battles so you can level him up and get a hold of his abilities as well. Tidus excel in counterattacking as his abilities can be started after a successful dodge.

Stage 10-1



1. Ephemeral Vision (LV1)
Order's Sanctuary
2. Counterfeit Youth (LV1)
Order's Sanctuary
3. Treasure Chest: Official Ball
4. Fallacious Wanderer (LV1)
Lunar Subterrane
DP: (+1) Wall rush within 10 seconds
5. Imaginary Soldier (LV2)
Lunar Subterrane
6. Potion
7. False Hero (LV1)
Order's Sanctuary
8. Ephemeral Phantom (LV1)
Order's Sanctuary
DP: (+1) EX Burst within 10 seconds
9. Treasure Chest: 495 Gil

Stage 10-2



	3		G		7	8
1						9
	4		6			
2					10	11
	5					

1. Fallacious Wanderer (LV1)
The Rift
2. Imaginary Soldier (LV4)
Order's Sanctuary
DP: (+1) Win without losing HP
3. Ephemeral Phantom (LV4)
Lunar Subterrane
DP: (+1) Wall Rush within 10 seconds
4. Treasure Chest: Leather Armor
5. Capricious Thief (LV1)
Lunar Subterrane
6. Summonstone (Accessible only after clearing the mode)
7. Counterfeit Youth (LV4)
The Rift
DP: (+1) Win without taking damage
8. Treasure Chest: Bronze Helmet
9. Imitation Liegeman (:V1)
Lunar Subterrane
DP: (+1) Win within 10 seconds
10. False Stalwart (LV1)
Order's Sanctuary
11. False Hero (LV5)
Order's Sanctuary
DP: (+1) Critical hit within 10 seconds

Stage 10-3

	1		4		7	9	11
		3					B
				6	8		
	2		5			10	12

1. Capricious Thief (LV5)
Order's Sanctuary
2. Fallacious Wanderer (LV2)
Pandaemonium
DP: (+1) BRV Break within 10 seconds
3. Ether
4. Counterfeit Wraith (LV2)
Pandaemonium
5. Imaginary Soldier (LV3)
Order's Sanctuary
DP: (+1) Critical hit within 10 seconds
6. Summonstone: Magus Sisters
7. Treasure Chest: Buckler
8. Transient Witch (LV6)
The Rift
DP: (+1) EX Burst within 10 seconds
9. Ephemeral Phantom (LV8)



- The Rift
DP: (+1) Wall Rush within 10 seconds
10. Phantasmal Harlequin (LV14)
Lunar Subterrane
DP: (+1) Win battle
11. Potion
12. Treasure Chest: Helmet of Healing

Boss: Emperor

Some of the Emperor's attacks include some energy spheres on the ground which acts like landmines. In midair, he also uses some homing energy projectiles, most of the time right after blocking your attack. He can also cast Flare and due to the tight space, you'll find your mobility somewhat restricted. The good thing about the emperor is that he is weak against chases and wall rushes so to break his bravery first then connect with some HP combos. He is also open after casting flare and his homing projectiles so you can easily rush in and deal some damage.

Stage 10-4

		2		5	7		G
	1			11			
					8		
		3				9	X
			4	6			10

- Counterfeit Wraith (LV3)
Kefka's Tower
 - Delusory Warlock (LV7)
Pandaemonium
DP: (+1) BRV Break within 10 seconds
 - Counterfeit Youth (LV2)
Lunar Subterrane
DP: (+1) Win within 10 seconds
 - False Hero (LV9)
Kefka's Tower
DP: (+1) Wall Rush within 10 seconds
 - Treasure Chest: Blue Drop
 - Treasure Chest: 740 Gil
 - Transient Witch (LV3)
Lunar Subterrane
 - Imitation Liegeman (LV4)
Kefka's Tower
DP: (+1) Win without taking damage
 - Ephemeral Phantom (LV9)
Pandaemonium
DP: (+1) EX Burst within 10 seconds
 - Treasure Chest: (Accessible only after clearing mode)
 - Capricious Thief (LV3)
Dream's End
- Grab item # 5 for enemy # 11 to appear

Stage 10-5



	8				2		
		5		4		1	
B	7						
		6			3		

1. Delusory Warlock (LV5)
Dream's End
DP: (+1) Win within 10 seconds
2. False Hero (LV10)
Lunar Subterrane
DP: (+1) Critical Hit within 10 seconds
3. Imitation Liegeman (LV10)
Pandaemonium
DP: (+1) Win without taking damage
4. Treasure Chest: Rosetta Stone
5. Counterfeit Wraith (LV5)
The Rift
6. False Stalwart (LV6)
Dream's End
DP: (+1) EX Burst within 10 seconds
7. Imitation Despot (LV11)
Kefka's Tower
DP: (+1) BRV Break within 10 seconds
8. Potion
 - Defeat enemy # 8 to reveal potion

Boss: Jecht

Jecht hits hard and even his accessories further boosts his damaging potential. One of the things you should look out for is his summon Mimic, that will copy your bravery level. This is bad news especially if he triggers it right after you break him. One of the attacks you should look out for will be his aggressive forward dash while slashing and his meteor blow. These attacks can easily decimate you if you're not careful. His attacks will always have openings; you just need to remain mobile and not letting him on your sight. Jecht is an aggressive foe so you just need to play defensively to counterattack only when there is an opening.

Shade Impulse I: A Truth Lost

Once you have completed all the Destiny Odyssey chapters, including the prologue, you'll be able to further challenge yourself by taking the Shade Impulse chapters. You will be able to choose any of the 10 characters, so you can play as the character who you're best at. These chapters are really hard so make sure you've prepared yourself.

Stage 1-1

		1			6	
			3			
		7		5		G
			4			
		2		8		

1. False Hero (LV8)
 2. Delusory Knight (LV9)
DP: (+1) Win without taking damage
 3. Phantasmal Girl (LV15)
DP: (+1) Win without losing HP
 4. Imaginary Champion (LV14)
 5. False Stalwart (LV26)
 6. Treasure Chest: Valor Incense
 7. Transient Lion (LV27)
DP: (+1) Critical hit within 10 seconds
 8. Treasure Chest: Gold
- Defeat enemy # 4 to reveal Chaos of Stigma (G)
 - Defeat enemy # 5 to reveal enemy # 7
 - Defeat enemy # 8 to reveal item # 8

**** TO BE CONTINUED *****

Contact: Vhayste@gmail.com

For latest updates and releases: <http://vhayste01.blogspot.com>